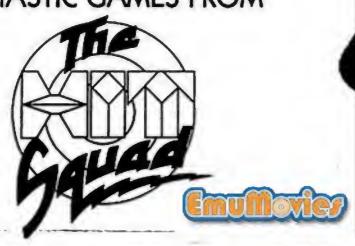
# OPERATION WOLF LOMBARD RAC RALLY RAMBO III PREDATOR PLATOON

LOOK OUT FOR THESE FANTASTIC GAMES FROM





T.V. competition spectacular

Compete as one of the teams in the "Run The Gauntlet" contest. Your task is to win a whole programme from the spectacular T.V. series with all the exciting events included — battle to retain control of fast moving craft on land and water; power up the assault course dodging explosions, and keep ahead of the competition pacers, enough ahead to win that most coveted of trophies... Run The Gauntlet.

# THE CHALLENGE

The "Run The Gauntlet" challenge is divided into three events which are picked at random from the many in store. Each event consists of three segments which can be either on land, water or the hill (assault course). Complete the challenge with the best score and you'll be awarded the "Run the Gauntlet" trophy.

The vehicles you will be competing with are fast and exciting:



HOVERCRAFT TRICKY TO HANDLE **SPEEDBOATS VERY FAST AND** MANOEUVRABLE **FAST WITH VERY TIGHT TURNS** JET SKIS **INFLATABLES** MODERATE SPEED **METEORS VERY FAST 2 MAN BUGGY** BUGGYS FAST 1 MAN BUGGY QUADS **FAST 4 WHEEL BIKES SUPERCATS AMPHIBIOUS 6 WHEEL ALL-**

CHARACTERISTICS

**TERRAIN VEHICLE** 

# LOADING

ATARI ST

VEHICLE

Switch on the power to the computer and disk drive then insert the DISK into the drive.

This program will then load automatically.

### AMIGA 500

Insert DISK 1 in drive A and turn on the computer, the program will then automatically load and run.

### **AMIGA 1000**

Insert the system disk. When the work-bench disk

illustration appears, insert DISK 1. The program will then automatically load and run.

Please note: If you have a secondary disk drive insert DISK 1 into DRIVE A and DISK 2 into DRIVE B.

# GAMEPLAY AND CONTROLS **CONTROL KEYS**

UP

DOWN

LEFT

RIGHT

SPACE FIRE

Or use a joystick— ATARI ST PORT 1 AMIGA PORT 2

### THE GAMES

Up to three players can compete together with one pacer team. If less than three players compete there will be two pacer teams. Each team takes turns to race against two pacers in each segment of the events.

### SELECTING TEAMS

For each player (up to three)

Press up/down to highlight the team you require.

Press fire to take the team.

You must select at least one team. You may start the game with less than three players by pressing fire when 'start' is highlighted. After team selection the organisers will pick three events at random to form your 'Run The Gauntlet Challenge'. Details of the craft used in each event will also be shown.

# WATER COURSE

Craft Types:- Hovercraft, Speedboats, Jet Skis, Inflatables.

Each craft has a different course to navigate.

Press up to accelerate and left/right to rotate the craft in either direction. Your position on the course is indicated by a flashing point on the map. The other two points are the pacer positions.

The route you should take is indicated by a dotted line on the map.

# OFF ROAD COURSE

Craft Types:- Meteors, quads, buggys, supercats.

**Hints and Tips** 

- Keep an eye on the map to anticipate where bends and hills are.
- · Overtaking is best done on the straights.
- Watch out for ground blasts (explosions).

### The Hill (Assault Course)

This course comprises rough ground, slippery logs, water holes, climbing nets, hills, water cannons and explosions! Control of the player depends on position on the course.

### **Normal Ground** (Running)

Press left/right without fire to move left/right. Press fire and up to jump over logs/walls etc. Hold fire and waggle left/right to increase power.

### In The Water

You must sway left and right to advance through water or mud. Press left to sway to the left. Press right to sway to the right. You must sway fully to each side in turn to make any progress!

# On The Climbing Net

To make the player climb you must repeat the following sequence: RIGHT/LEFT/DOWN/UP Each correct position moves part of the body up.

# **Hints and Tips**

- Keep an eye on your power meter as this also relates to your speed.
- . Try to keep to a rhythm when in the water or on the net.

# SCORING

Each segment is timed, your total time for the three segments is rated and the following points awarded

1st Place 20 points 2nd 15 points 3rd 10 points 4th 5 points

Any player finishing last will be disqualified.

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